Worlds

EOE-003



WHERE CARDS COME FROM

A world is where a card comes from — its origin, not its place.

EDITION 1 THE EO ENA ALMANAC WORKSHEET

Worlds

EOE-003

Every world has a name, a face and a boundary. What a world carries:

Oak·Owl·Tin v 221994f5

atagccatcagatgtccaagagaaaaacgagg
aatttcgtaaacgcttgatctgacatccaatc

DNA.TUMBLECARD.COM

KEY 9fb2 fb0d 46e2 bd77

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